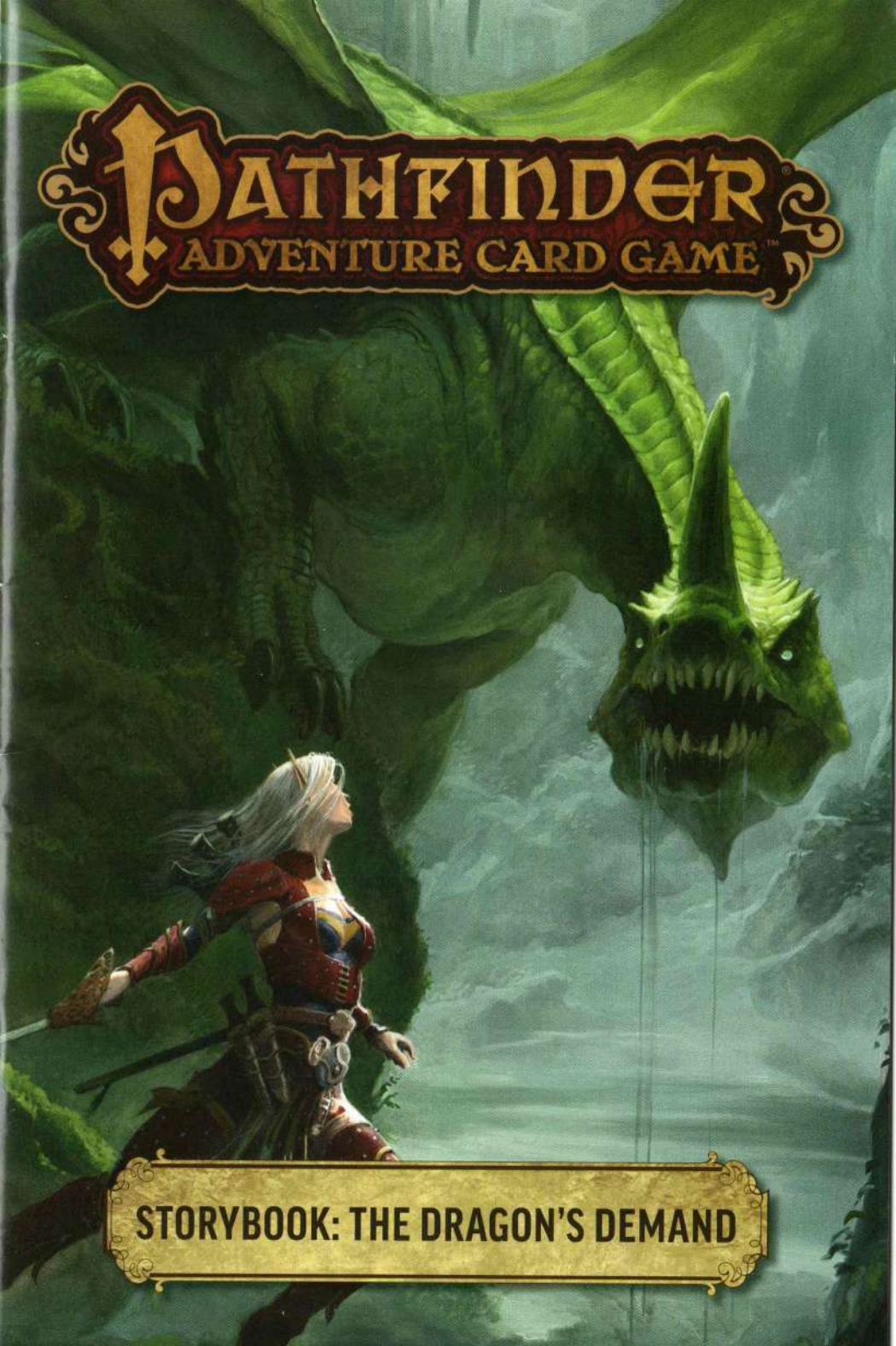
PATHFINDER
ADVENTURE CARD GAME
STORYBOOK: THE DRAGON'S DEMAND

The Dragon's Demand is a short Adventure Path designed for starting characters. If you have only the Core Set, you can play The Dragon's Demand with 1–4 players. To play with 5 or 6 characters, you will need to either add characters and appropriate boons from an Adventure Path box, or add 1 Class or Character Deck for each additional player. See Build the Vault on the next page.

Read the Following Aloud:

Oh, for the glory days of the Taldan Empire! The noble realm once stretched from the edge of Casmaron all the way across Avistan to the shores of the Arcadian Ocean. Now Avistan is beset with the sniping of rival city states–the chaos of Galt, the rigid rule of Cheliax, the burgeoning democracy of Andoran. Today, you have a tiny role in the vast web that holds these sundered lands together: Commerce.

Caravan master Silas Gribb has gifted you with low-paying work guarding a convoy across the Verduran Forest–a land of Wildwood druids, of capricious fey, and of marauding kobold bandits. Truly there is enough of import to keep your attention keen while the wagons roll on.

The caravan's path takes you deep into the Verduran Fork region toward the town of Belhaim, founded a millennium ago in honor of mercenary commander Lady Tula Belhaim. After a cruel black dragon named Aeteperax slew her parents, Lady Tula formed a company of dragonslayers and eventually dispatched the baleful wyrm in the Dragonfen swamp. For this grand service, she was bequeathed the land upon which her namesake town stands.

It seems unlikely that you will ever challenge something as mighty as a dragon in your day. For now, you will remain vigilant for any dangers that dare to come your way.

But if a dragon comes, then dragonslayers you shall be.

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ADVENTURE PATH–THE DRAGON'S DEMAND

Complete these adventures in this order:

Adventure 1–Welcome to Belhaim ☐ N ☐ H ☐ L

Build the Vault: At the start of the Adventure Path, the vault should contain all *Core Set* cards except for banes whose level is higher than 1. If you are playing with a character from a Class Deck or Adventure Path box, add all of the level 0 and 1 cards from that box.

COMPLETE THESE SCENARIOS IN THIS ORDER:		N	H	L
1★	Rumble Road (page 4)			
1A	Plans Gone Wrong (page 6)			
1B	The Blood Vow (page 8)			
1C	The Wizard's Estate (page 10)			

★ Rumble Road is an introductory scenario. You may skip it if you're familiar with the game.

Adventure Reward

Each character gets a hero point.

Adventure 2–Path of the Dragon ☐ N ☐ H ☐ L

Upgrade the Vault: When you begin Adventure 2, add all of the Level 2 *Core Set* banes to the vault. If you are playing with a character from a Class Deck or Adventure Path box, add all of the level 2 cards from that box.

COMPLETE THESE SCENARIOS IN ANY ORDER:		N	H	L
2A	Lady Tula's Lament (page 12)			
2B	A Piece of the Auction (page 14)			
2C	Spirited Away (page 16)			

Adventure Reward

Each character gains a role card.

Adventure 3–Aeteperax Redux ☐ N ☐ H ☐ L

Upgrade the Vault: When you begin Adventure 3, add all of the Level 3 *Core Set* banes to the vault. If you are playing with a character from a Class Deck or Adventure Path box, add all of the level 3 cards from that box.

COMPLETE THESE SCENARIOS IN THIS ORDER:		N	H	L
3A	The Monastery of Saint Kyerixus (page 18)			
3B	Dragonslayers (page 20)			
3C	The Wandering Way (page 22)			

Adventure Reward

Characters may replay 3C: The Wandering Way any number of times, and earn its reward any number of times.

Adventure Path Reward

You may play your character in another Adventure Path starting with adventure 1. Build the vault with all of its level 0, 1, 2, and 3 cards, and treat ⟳ as 3 during adventures 1, 2, and 3.

Scenario 1★: Rumble Road

Read the Following Aloud:

Silas Gribb might not be the best of bosses. The caravan master is the kind of man who says "Don't worry, you'll get your money" before you ever considered that you might not. He doesn't believe in work breaks for people or horses, and the concept of an "overloaded" carriage is as foreign to him as the dark side of Golarion's moon.

"Get to work, you goblin dogs!" he calls out for all to hear, then returns to doing nothing of the kind.

You continue your watch over his caravan as it turns toward the campsite on Old Belhaim Road, mindful of the brigands that haunt these woods. Whatever treasures this caravan is laden with, they will not escape on your shift.

This is the kind of work you hope to leave behind in the coming months and years. The life of adventurers is painted as glorious by the bards and skalds, but for you, it's been crickets and camp rations. Someday, perhaps soon, you will learn what excitement is.

"Fair Belhaim ahead!" cries the watchcaller, though you cannot see anything that alerts you of the town's presence. "Look yonder," she says, "you can see the faint pinprick of the Witch Tower."

Sure enough, with spyglass in hand, you can make out a mournful black tower on a small hillock. An estate is not far from the tower, blocked partly from your sight by the spire. This, you surmise, likely causes some consternation for the owner of the manor thereupon.

"Why's it called the Wit–"

THOOOOM

Your question is lost amid the echo of a mighty explosion as the base of the Witch Tower erupts in fire. There's a horrible creaking sound, as if the structure itself is regretfully giving up on life, then the tower collapses with a thundering delivery into a massive heap. Your first sighting of the Witch Tower is anyone's last.

All those around you gasp at this calamity, but two other sounds catch your attention: The first is the whinnying of the caravan's horses, who buck and scatter in a manner that tips over three of the most overladen wagons. The second is a mighty rumbling from the river, as a pack of snarling wolves pounces directly on to your capsized caravan.

"Dire wolves!" shouts the caravan's watchcaller.

If you are not swift in dispatching these critters, you will not have a caravan to guard.

Setup

If this is your first scenario, use only the first 3 small locations and create the hourglass from 12 blessings. See the Quick-Start Guide for details.

Characters start at the Caravan.

LOCATIONS	
1	Campsite
1	Caravan
1	Trail
2	Bridge
3	Ravine
4	River
5	Forest
6	Farm

DURING THIS SCENARIO

Instead of your first exploration of your turn, you may heal 1d4 cards.

STORY BANES	
Danger	Rescue
Villain	Bandit (*Silas Gribb*)
Henchmen (Closing)	Dire Wolves–Proxy A

Development:

"Oh well, well, well," says Master Gribb, "this will not do at all." The caravan master eyes you as if you are somehow to blame for the colossal wolves that descended upon his caravan.

"Such carelessness," he muses aloud as he blithely deposits some of the more precious cargo into his pockets. "It's so hard to find good help these days."

The watchcaller looks down at you from her barely controlled horse, visibly urging you not to take out the day's misfortunes on the only man who can pay her.

"I imagine the Belhaim Town Council will want to hear of your errors this day," Gribb says.

Sadly, you expect they will. Ah, well. You did ask for some excitement.

Reward

Each character gets a new level 1 boon of any type.

Scenario 1A: Plans Gone Wrong

Read the Following Aloud:

On the plus side, it's caravan master Silas Gribb–and not you–who is imprisoned in the Belhaim Garrison this evening. You were guarding a routine run from Western Taldor through the Verduran Forest. As you sighted the town of Belhaim, an explosion leveled a prominent spire called the Witch Tower, panicking your horses and allowing dire wolves to attack your disrupted caravan.

Master Gribb aimed to convince the Belhaim Town Council that you brought on his misfortunes, freeing him of the obligation to pay for your services. At first, the plainly overmatched Deputy Hodd believed the bellicose caravanner and tossed you in a cell.

At the last hour, the local baroness, Lady Origena Devy, made a skillful dismantling of Gribb's arguments. It became clear that Gribb never intended to pay you at all, looking only for an excuse to sabotage his own convoy for the benefit of his smuggling activities. The Lady quickly saw to the caravan master's imprisonment.

"I want to apologize on behalf of Belhaim for all you have suffered today," she says as you dine with her at the Wise Piper inn. "As you have seen, we have suffered as well. Our proud monument, the Witch Tower, lies in ruins. The town is awash with rumors that kobolds lie dead within–a shocking development given that they usually stay far from our well defended homes.

"Worse still, we cannot reach our local eccentric, the wizard Balthus Hunclay. He lives in the hillside manor. He claimed the Witch Tower blocked the view from his observatory. On many a moon, he requested permission to level it, permission that would never come his way. We fear he took matters into his own hands, and now cannot find him.

"You seem a capable bunch. Would you investigate the ruins of the tower, documenting what involvement the kobolds had in its demolition? You should take care, though. My fool of a husband died poking around in that place some years back. I'd hate for you to follow in his path."

LOCATIONS	
1	Ruin
1	Tower
2	Oubliette
3	Laboratory
4	Dungeons
5	Cell
6	Twisting Passages

DURING THIS SCENARIO
When you encounter a bane, you may succeed at a Knowledge or Perception 5 check to evade it.
To win, close all locations.

ADVENTURE 1: WELCOME TO BELHAIM

STORY BANES	
Danger	Collapse
Villain	None
Henchmen (Closing)	Kobold Champion (*Sesserak*) Diabolical Imp (*Harzogopas*) Clockwork Guardian Elementals–Proxy A

Development:

"No kill me!" the captured kobold ranger Sesserak shouts in her broken Common. "Blood Vow chief Roaghaz will kill me if you do!"

Oookay. Anyway, you found a pair of dead kobold saboteurs near the blast site. This is enough to stoke the Belhaimites' fears. Before today, the kobolds kept away from the bounds of Belhaim. And now its citizens are using words like "invasion" and "treachery."

Defeating a raven-shaped imp led you to another body you found in the wreckage. The wizard Balthus Hunclay lay dead between the kobolds, suggesting he conspired with them to bring the tower down. It's unlikely he planned to do so upon himself, which suggests he was betrayed by his own associates.

The Baroness wants you to calm the minds of all present.

"I hate to ask this, but I need you to dislodge these 'Blood Vow' kobolds from our region," she says. "You've been heroes once this week. Care for a second opportunity?"

Reward
Each character gets a hero point.

Scenario 1B: The Blood Vow

Read the Following Aloud:

At the request of Belhaim's baroness, you've scouted the Blood Vow kobold tribe for three days. A couple of times, you've tempted a straggler with food or worthless baubles, questioned it, then let it run back to the kobold lair with warnings of retribution from the citizens of Belhaim. Tragically, the kobolds have thus far made no apparent effort to vacate the area.

The Blood Vow are not a simple marauding band of kobolds. You've figured out that they oscillate between two competing goals. The first goal is held firmly by Chief Roaghaz, who reportedly worships the dragon Aeteperax. That name you hadn't expected to hear, as the legendary dragon was killed a millennium ago by Lady Tula Belhaim. You're no expert in the kobold tongue, but as far as you can tell, they refer to the dragon in the present tense. That is highly worrisome.

Having made a vow to this Aeteperax, Roaghaz and his cleric Churgri forced the kobolds to ally with the wizard Balthus Hunclay to destroy Belhaim's Witch Tower. Then the dragon demanded they lure the wizard into the explosion in a surprisingly well-crafted double-cross. And that's right about where the kobolds' two goals diverge.

The second goal is held by most of the kobolds. Fearful of the townsfolk whose wrath they've incurred, they are ready to hit the high road. Whatever this dragon is, it isn't doing the kobolds any favors; they have been replaced in his eye by a batlike species called grioths. But Roaghaz has his fellows believing that any misbehavior will result in the dragon returning and bathing them in his acid breath. That's quelled any rebellion for now.

Kobolds being kobolds, they won't just light out willy-nilly. They need leadership, and there might be an alternative to Roaghaz. Somewhere in the caves, there's a captive named Nighttail. She was the leader of another tribe, the Swamp Dragons, which recently extincted itself at the hands of some murderous gnomes. If you can free her, you could unseat Roaghaz and the dragon worshippers with a minimum of bloodshed.

Now if only these ceilings weren't four feet high, you might have a chance at it.

LOCATIONS	
1	Caves
1	Cell
1	Lair
2	Twisting Passages
3	River
4	Mine
5	Dungeons
6	Ruin

DURING THIS SCENARIO

When you defeat a Kobold story bane, summon and encounter an ally. If you acquire it, you may display it next to the scenario. Add 1d4 to Diplomacy checks against Kobold monsters for each of these displayed allies.

Before you encounter the Kobold Champion, each character summons and encounters the story bane Ancient Skeleton.

STORY BANES	
Dangers	Kobold Horde Poison Dart Trap
Villain	Kobold Sorcerer (*Roaghaz*)
Henchmen (Closing)	Kobold Champion (*Churgri of Vapula*) Inferno Trap Kobold Hordes–Proxy A

Development:

"We go!" says Nighttail. "Yes, we go now, we do, we do."

In lockstep, the kobolds get ready to leave. The Blood Vow kobolds are headed for a new home under the glib leadership of the Swamp Dragon leader Nighttail and her astonishingly convincing pet allosaurus, Hak. Once Hak showed his peculiar method of "playing" with the deposed Chief Roaghaz, everyone else got in line pronto. The Swamp Dragons' old lair is about to get some new denizens.

This may not be the solution everyone expected, but it'll do for now. Meanwhile, you have a new problem: the dragon Aeteperax is supposed to be have been dead for centuries. Roaghaz made it clear that he wasn't worshipping a dead dragon. He believed he was dealing with the real thing.

If the Belhaimites think they've solved their problems by chasing away some dragon-headed humanoids today, they might have a new dragon-headed problem tomorrow.

Reward
Each character gets a hero point. A character gets the Loot ally Riding Allosaurus.

Scenario 1C: The Wizard's Estate

Read the Following Aloud:

"I am distressed to hear that our harmless eccentric wizard was not at all harmless," says Baroness Origena Devy, your patron in the town of Belhaim.

You've informed her of the results of your kobold-hunting mission: The Blood Vow kobolds allied with the wizard Balthus Hunclay at the urging of what they say was the long-dead dragon Aeteperax, then betrayed that selfsame wizard at the dragon's further urging. In the process, the kobolds destroyed Belhaim's Witch Tower, the wizard, and several of their own number. You ushered the Blood Vows out of the region, but now have a bigger problem.

"How exactly did Mr. Hunclay negotiate with a dragon who's been dead for seven hundred years?" the baroness asks. "And what did the dragon want bad enough to kill him for it? We need some answers.

"The first step is to clear out the wizard's manor. His cousin requests that we catalogue his possessions and hold an estate auction. We'd better get to it. We'll hire you to go into the manor and secure all of Hunclay's valuables. I'd be careful; if you have any excess confidence, speak to the charred corpse of the kobold that tried to get in the front door last week. Inventory what you find, and don't take anything for yourselves, as this is all for the auction. We'll reward you handsomely for your hard work.

"While you're in there, look for clues as to what Hunclay was plotting. If there's a dragon coming to Belhaim, I want to know how to beat it before it arrives."

Those are words the town's dragon-slaying namesake, Lady Belhaim, would have been proud to hear. You agree to the baroness's terms.

You have solved half a riddle. Unfortunately, now you have a new half of the same riddle to solve.

So, you still have a whole riddle to go.

STORY BANES	
Dangers	Each time you encounter the danger, randomly choose a new Eldritch story bane.
Villain	None
Henchmen (Closing)	Accuser Devil (*Chirit*) Shae (*Maffei*) Witness (*Mathezic*) Homunculus (*Lodo*) Zombie Minion Trapped Furniture–Proxy A Screaming Lock–Proxy B

LOCATIONS	
1	Chambers
1	Library
2	Manor
3	Academy
4	Repository
5	Laboratory
6	Caves

DURING THIS SCENARIO

At the end of your move step, roll 1d12. On a 1-6, summon and encounter the corresponding random Eldritch story bane.

When you acquire a weapon, a spell, an armor, or an item, put it in an auction pile.

Development:

"No!" says Hunclay's mad servant Mathezic. "Those are my dead master's things!"

Now that Hunclay's magical servitors have been cleared out of his mansion, a new force descends upon the manor: a cadre of auction clerks. They immediately start subdividing and re-subdividing the wizard's possessions into various lots. As soon as one lays out a lot of kitchen accessories, another sorts it into two lots of cutlery and dishes. Apparently, there is no hair split so fine that it cannot be split further.

They are quite interested that you discovered a secret cave guarded by a demon zombie. Therein, you found Hunclay's spellbooks, astrology volumes, and a mind-bending book called *Secrets of the Dreaming Dark*. Its mysteries cannot be easily divined. You would have to read the language Draconic in its most ancient script to have a chance of comprehending it.

That is exactly the kind of thing you did not want to find in Hunclay Manor.

Reward

Each character gets a hero point. Count the number of cards in the auction pile, then banish it; the party gets an equal number of new boons of any types.

Scenario 2A: Lady Tula's Lament

Read the Following Aloud:

"I don't believe the ancient dragon Aeteperax has returned, and neither should you." That's the lilting voice of the gnome historian Bassy, who favors the swift dispatching of any dragon that threatens her home. "Aeteperax died at the hands of Lady Tula Belhaim, who knew my grandmother over ten centuries ago. We shouldn't believe the dragon has returned, any more than we should believe Lady Tula will return to save us from it."

Others on the Belhaim Town Council beg to differ, but Bassy is having none of it.

"Look, I've been around for a long, long time, and I've seen a lot of con games in my day. This just smacks of a scam–a well-prepared scam, but a scam indeed. The kobolds were exactly the kind of dupes a trickster needed to put a story like this together. We shouldn't be as dumb as kobolds.

"But hey, you don't have to take my word for it. Truly, you shouldn't. We should get proof. If Aeteperax is still dead, then its bones are still embedded in the earth above Lady Tula's tomb at Dragonfen. We should send our emissaries to the tomb and gain the legendary dragonslayer's weapons. My grandmother was given a key to the crypt by Lady Tula for just such an emergency. I'll give it to those who would enter it in her name."

To this there is no objection. Well, you might object, since you're the ones who will be sent into the crypt. But you don't, as you're becoming used to being Belhaim's heroes of choice.

"There is one concern," says Nilos Genser, who keeps the Shrine of the Seven Roses in the goddess Shelyn's name. "Lady Tula's husband Arturic was driven mad after his wife drove him away. She permitted him to be buried in the family tomb, but not with her. Legend says that he has risen from the grave, lingering out of guilt for Tula's untimely death. The lady will not part with her weapons while her husband's shade stalks the crypt. So these legends say."

So, it's dragons, kobolds, and now undead ex-husbands. Time to polish up those holy symbols and head out.

STORY BANES	
Dangers	Each time you encounter the danger, randomly choose a new Undead story bane.
Villain	Wraith (*Arturic Canteclure*)
Henchmen (Closing)	Zombie Minions–Proxy A

Setup

After building the locations, add a new barrier into each.

Characters start at the Shrine.

LOCATIONS	
1	Lair
1	Oubliette
1	Shrine
2	Cell
3	Crypt
4	Twisting Passages
5	Repository
6	Mine

DURING THIS SCENARIO

You cannot move from a Sacred location until it is closed.

You may discard a card to explore.

When you defeat a barrier or a henchman from a location, you may examine that location, ignoring effects that happen when you examine cards, until you find a boon and draw it. Then shuffle the location. If you examine the location and do not find a boon, summon and encounter the story bane Wight; if you defeat it, you may attempt to close the location.

Development:

As Bassy predicted, you found the great dragon's bones stuck deep in the earthen mound above Lady Tula's tomb. If the dragon Aeteperax is plaguing Belhaim, it is doing so without its skeleton.

Deep in the crypt, Lady Tula's spirit approached you with a request. When you slew her husband's wraithform, she bade you to bring her his wedding band. This would permit him a rest eternal, ending the centuries-long strife in the tomb. You did this deed, and Lady Tula beckoned you to take her sword Wyrmsmite and her dragonbane arrows in return.

So armed, you left the tomb in far better shape than when you found it. You are confident that Lady Tula's spirit will guide your hand against whatever dragon threatens Belhaim. Assuming, of course, that a dragon actually does.

Reward

Each character gets a hero point. A character gets the Loot weapon Wyrmsmite.

Scenario 2B: A Piece of the Auction

Read the Following Aloud:

"Put those exotic parakeets over there!" shouts the auctioneer. "No, you idiot, not next to the grizzly bear rug! It'll eat them!"

You have never seen a wizard's estate go to auction before. You did not expect it to be this disorderly. Perhaps it's the pressure from the attendees: artifact collectors, emotionless Kalistocrats, a host of sorcerous assistants, and the citizenry of Belhaim. All are here for the spectacle; some are here to enrich themselves at the expense of others. This is not of your concern; you seek clues as to why some townsfolk have gone missing.

"You there!" demands a handsomely bedecked man in a feathered red hat. "Have you seen a rare book lot around here? My employer wishes a report in the greatest haste!"

You think you know what books he speaks of. Last month, the wizard Hunclay conspired with local kobolds to demolish a historic tower, and perished in the conspiring thereto. The kobolds worked for a being that claimed to be the long-perished dragon Aeteperax, who sought a book called *Secrets of the Dreaming Dark*. You unearthed it in a cave near the wizard's manor, along with other rare and magical tomes.

To your surprise, you do not see that lot here.

Before you can answer, the auctioneer Chosk Grellen bids you to take your seats. "The estate auction of Master Balthus Hunclay shall now commence. Please command your attention to lot number one, an assortment of clockwork lab equipment certain to..."

You tune him out, but keep your eyes on the others present. Every now and then, to avoid suspicion, you bid on a lot or two. But you have concerns that this auction won't end with a gavel dropping. At least without an accompaniment of screams.

On the horizon, you spy large wings beating in the sky. Something big is coming to the auction, and you suspect it doesn't plan to leave empty-clawed.

STORY BANES	
Dangers	Each time you encounter the danger, randomly choose a new Artifice story bane.
Villain	None
Henchmen	None

Setup

After building the location, add into it a number of new barriers, weapons, spells, armors, and items each equal to the number of characters.

When preparing the story banes, set aside the story banes Drake and Grioth, along with 4 Proxy A's for the Grioth.

After creating the hourglass, shuffle the Drake and the 4 Proxy A's into it.

LOCATIONS	
1	Plaza

DURING THIS SCENARIO

The Drake always rolls Fire.

When you encounter a boon from a location, before acting, succeed at a Charisma, Diplomacy, or Perception 6 check or the difficulty to acquire is increased by 1d8. If you acquire the boon, put it into a winnings pile instead of your hand. If you fail to acquire the boon, put it into a hoard pile instead of banishing it.

When you flip over a monster from the hourglass, encounter it. If you do not defeat it, shuffle it into the hourglass and put a random boon from the winnings pile into the hoard pile.

When the Plaza is closed, if there are more cards in the winnings pile than the hoard pile, you win; otherwise, you lose.

Development:

The drake and the grioths have done their damage, yet you kept their rampage contained. The auction attendees are preparing to collect their winnings when the air is split by a thunderous roar.

"I am Aeteperax, Lord of Dragonfen," bellows a massive winged creature from a nearby rooftop. The dragon's dark wings outline a skeletal body and eyes that burn with deathless fire.

"You have exhausted my patience. Your wizard promised many things, including five rare and ancient tomes. I have tried to obtain these lawfully, but I will now take what I demand. Bring the books and 2,000 pieces of gold for each of your craven residents to the Monastery of Saint Kyerixus in two weeks, or I will flatten this dunghill to the very earth!"

With that, the dragon vanishes. The townspeople are in revolt; surely there is no way they can summon up more than 700,000 gold pieces. "What shall we do?" they cry as one.

"Well," says a gnome from the back, "we could just kill it."

Reward

Each character gets a hero point. The party gets all cards in the winnings pile.
A character gets the Loot spell Wall of Light.

Scenario 2C: Spirited Away

Read the Following Aloud:

The Belhaim Town Council again has permitted your presence in its deliberations. Since you have provided aid to the town over the last month, your voices are welcome, in between pronouncements of the dueling clerics of Abadar and Shelyn.

Today, the subject has again turned to monsters.

"What are these... grioths... of which you speak?" The Lady Origena Devy struggles with yet another unexplained disturbance to her town's serenity.

You had never heard of these batlike creatures before either, but fortunately you are not the only ones present.

"I have found some information that may serve, Milady," says Eupaphenia Targas, the cleric who tends the temple of Abadar. "In preparation for the auction, the clerks prevailed upon me to examine the wizard's books. Some I could not understand, but the bestiary was in a script I could quickly decipher.

"Therein I found all manner of known malefactors–the bloodbug, the basilisk, the lurking ray. Several I had not yet known of, among them these grioths. Here's what I know: They are not from around here. In fact, they are not of this world. They are from planets cast away from their stars. The worst of wizards summon them to Golarion through a magical tapestry called the Dark Window.

"There is no good in them," she continues. "They come to pillage the land and kidnap the helpless. They are experts in crafting cells in which to imprison their victims. The grioths must be either slain or forced back through the window from whence they came."

The Council devolves into whispers and hubbub as all present consider the gravity of the situation.

"Begging your leave, ma'am," says Jacoba Kirvis, the town barrister. "I have a list of the missing. It is not a short list."

As has become typical of late, all eyes in the room turn toward you. There is a crisis, and you will again prove to be the solution to it. For a bucolic countryside town, Belhaim sure isn't boring.

STORY BANES	
Danger	Grioth
Villain	Grioth (*Goladryth*)–Villain Proxy 1
Henchmen (Closing)	Rescues–Proxy A

Setup

When preparing the story banes, after making the story bane stack, shuffle the villain proxy into the Cell.

Characters start at the Castle.

LOCATIONS	
1	Cell
1	Castle
1	Stable
2	Farm
3	Bridge
4	Cliff
5	Swamp
6	Island

DURING THIS SCENARIO

You may move only when your location is closed, and you may move only to the next location on the scenario list. After the last location you're using is closed, move to the Cell.

Before you encounter the Rescue, summon and encounter the danger; if it is not defeated, the Rescue is evaded. When you would draw a new ally for defeating the Rescue, instead draw the Rescue proxy. If a Rescue proxy would go anywhere other than a character's hand, shuffle it into your location.

When you encounter the villain, before acting, bury 1d4 cards. After acting, if each character cannot reveal a Rescue proxy, the villain is undefeated.

Development:

You have broken through the grioths' cell of webs and freed their prisoners. Filled with gratitude, the families of the victims try to give you what riches they can muster. You are satisfied with simply reuniting them with their loved ones.

You find yourself contemplating this Dark Window through which the grioths come. Priestess Targas spoke of forcing them back through the window, but that seems too likely to repeat the danger the land currently faces.

Should you encounter this Dark Window, you will shatter it for all eternity. The grioths can find another world to invade.

Reward

Each character gets a hero point. A character gets the Loot armor Voidglass Armor.

Scenario 3A: The Monastery of Saint Kyerixus

Read the Following Aloud:

At last you stand at the threshold of the true threat that imperils Belhaim. Whatever is manipulating events has taken up residence near the ruined Monastery of Saint Kyerixus. This monastery is dedicated to Irori, the god of enlightenment and perfection. Irori would not like the sanctuary for evil that his shrine has become.

You still don't know who or what is claiming to be Aeteperax–the grioths you captured swore he was indeed the lamentable dragon of yore. They also told you of some of this being's lieutenants. Each has a unique reason for being here, and could be diverted from helping their boss before your final showdown.

First is the druid Azmur Kell. The Belhaimite priest would not be allied with evil by choice. His wife Rima has gone missing, likely in the clutches of whatever villain is behind all this. Free her, and you might deprive that villain of Azmur Kell's aid.

The alchemist Pentosh of Manaket might be harder to dislodge. She is paid well in alchemical and magic items for her service. To get her to defect, you'd have to somehow convince her that her fears should win out over her greed.

Then there's the lunar naga Thaena. From the reports, the serpentine astrologer has gone slightly mad from longing for Aeteperax, believing the villain to be the powerful dragon from lore. If she can be convinced that her assistance is not wanted here, she may slither away.

If these lieutenants weren't enough, there's the ever-present danger of the grioths. There is no persuading these savage bat-creatures to leave. The only way to end this threat is to find the Irorian abbot that guards the Dark Window through which the grioths came. If you shatter the Dark Window, all the grioths will be banished back to their home planet. That's good for everyone.

Pierce the monastery, confront Aeteperax's lieutenants, and put yourself in the best position possible. These tasks you must accomplish. For if something convinced these beings it is as powerful as Aeteperax, you would very much like to face it when it has as few allies as possible.

STORY BANES	
Danger	Mummy (*Kanjougas, Abbot of Irori*)
Villain	None
Henchmen (Closing)	Green Faith Druid (*Azmur Kell*) Chemist (*Pentosh*) Lunar Naga (*Thaena*) Grioths–Proxy A

Setup

Display the story bane Planar Rift and mark it once for each location.

LOCATIONS	
1	Library
1	Ruin
1	Shrine
2	Tower
3	Oubliette
4	Castle
5	Repository
6	Cathedral

DURING THIS SCENARIO

When you encounter the danger, if you have the Monk trait or if you reveal an Irori card, you may evade it.

When you defeat the Green Faith Druid, Chemist, or Lunar Naga, put it into a henchman pile instead of banishing it.

At the end of your turn, if the hour's level is 3 or if you closed a location on your turn, you may encounter the Planar Rift. When you defeat the Planar Rift, remove a marker from it, plus an additional marker if a local character banishes an Arcane or Divine card. To win the scenario, remove all markers from the Planar Rift.

At the end of the scenario, note the number of henchmen in the henchman pile for the setup of Scenario 3B: Dragonslayers.

Development:

"Go in enlightenment," said the mummified abbot before he crumbled to dust. "The window has closed forever."

The monastery's gates have fallen, and with them the minions of Aeteperax. Now what remains is the unmasking of the villain behind all this treachery.

At this point, you're convinced that Aeteperax is at least some form of dragon. While unlikely to be the ancient dragon that crashed into the Crypt of Tula a millennium ago, the being has its lieutenants in full agreement that they work for a dragon of considerable power. The lunar naga let slip the creature's true name, "Szangi." Perhaps that can be of use.

So a dragon it is. Thankfully, your expedition to Lady Tula's resting site has girded you with weapons for slaying a dragon. With a little fortitude and a lot of good fortune, you can end the threat to Belhaim. Or you can die trying. Either way, it's going to be an exciting night.

Reward

Each character gets a hero point.

Scenario 3B: Dragonslayers

Read the Following Aloud:

A colossal cavern in Dragonfen, not far from the Monastery of Saint Kyerixus, is where the wyrm known to Belhaim as Aeteperax makes its lair. You prepare to sneak inside, hoping to reach the dragon while it sleeps in its lair. If you can take it by surprise, you might stand a fighting chance.

But that's not going to happen. You see the dragon marching out to the cave mouth with little fear for its survival. It sniffs the air, having obviously detected your presence. Measuring thirty feet from nostril to tail point, this emerald-scaled monster saunters forth from his den and proclaims its magnificence.

"What is this? Who are you? You dare come before the great Aeteperax uninvited and without the ransom I demanded of your weak-livered farm folk? Name yourselves so I might know whose blood will stain my cave!"

Yet despite its fearsome presence, this is not Aeteperax. You saw the bones of the ancient dragon entrenched into the soil of the Crypt of Tula. By all accounts that was a black dragon. Before you is a green dragon, and an imposter at that.

"Whatever you say, Szangi," you scoff below your breath.

At the sound of its true name—one it clearly despises beyond reason—the dragon recoils and drapes its wings forward. "HOW DARE YOU," it commands. "For this insult, you shall pay with the screams of a thousand years. When I am done with you, no one will remember your names. They will only remember the name of Sza—I mean, Aeteperax!"

The dragon takes to the air and retreats into its caves. You hear the sound of its minions coming to defend it. You see the glints of its treasures within. You hear the backdraft whistle through a vast underground library. And from beyond, you hear the dragon fume with rage.

Raise your swords to the heavens. For tonight, you will slay a dragon.

STORY BANES	
Danger	Rescue
Villain	None
Henchmen	None

Setup

After building the location, if you have 3 or more characters, add new cards to it using the card list on the location Lair. If you have 5 or more characters, also add new cards using the card list on the location Library.

When preparing the story banes, set aside the story bane Dragon (*Aeteperax*). Make the story bane stack with 1 villain proxy plus a number of henchmen proxies equal to 2 plus half the number of characters (rounded down); shuffle the entire stack into the Caves.

Set aside the wildcard The Perils. For each henchman put into the henchman pile during Scenario 3A: The Monastery of Saint Kyerixus, choose and mark 1 wildcard on The Perils; marked wildcards cannot be applied during this scenario.

LOCATIONS	
1	Caves

DURING THIS SCENARIO

The Caves cannot be closed.

When you would suffer Fire damage, suffer Acid damage instead.

When you would encounter a proxy, first apply a random unmarked wildcard from the Perils; stop applying any other wildcard from the Perils. Then encounter the Dragon instead of the proxy; the Dragon always rolls Acid.

When the Dragon would be defeated, stop applying all wildcards from The Perils. Then, if there are 3 or more cards in the location, the Dragon is undefeated. Shuffle a new blessing into the hourglass, then if you encountered a villain proxy, put that proxy on the bottom of the location; if you encountered a henchman proxy, banish it.

To win, defeat the Dragon.

Development:

For a second time in this millennium, Belhaim slew a mighty dragon bearing the name of Aeteperax. Yet this time it was not the warrior Tula Belhaim who did so. No, it was the Heroes of Belhaim who came calling for the dragon's hide.

"Let this be memorialized as a lesson," says Baroness Devy upon your return. "Belhaim does not fall before dragons." The bards of Shelyn and Abadar hastily compose poems to spread the word. No more will those with wyrm blood take the risk of flying overhead. For one place, one time, the citizens do not fear the demands of dragons.

For you, it may be time to leave Belhaim behind. It will always face dangers, of course. You can visit anytime you like for those. But there's a big, beautiful Golarion out there, and it always welcomes dragonslayers.

Reward

Each character gets a hero point.
Each character may exchange a blessing in their deck for a blessing from the hourglass.

Scenario 3C: The Wandering Way

Read the Following Aloud:

"Thank the heavens, you're back!" says Baroness Devy. "Of course, you are always welcome here, slayers of the dragon Szangi. But your timing could not be more fortunate, because it just so happens that–"

"Let me guess," you say. "The citizens of Belhaim face a danger none of you can overcome on your own. It's the kind of danger that only heroes like us can expunge from your domain."

"Why, yes, that's assuredly correct," she says. "Please, join me for a goblet at the Wise Piper and I shall tell you of the tidings that await your valor this day."

Building a Random Scenario

When setting up this scenario, whenever you are instructed to choose something, either select it yourself or choose it randomly.

STEP 1: Choose a location theme.

Choose a trait from this list. At least half of the locations you choose should have this trait:

1. Sacred	**3.** Urban
2. Underground	**4.** Wild

STEP 2: Choose a scenario type.

1. SECURE THE AREA

Setup

Choose a number of locations equal to the number of characters + 1.

Choose a number of story banes equal to the number of characters + 2. Choose 1 to be the danger. The rest are closing henchmen; shuffle 1 randomly into each location.

Choose 3 wildcards.

DURING THIS SCENARIO

To win, close all locations.

2. RAID THE STRONGHOLD

Setup

Choose 1 location. Build it by shuffling together a number of new monsters and barriers each equal to the number of characters, plus half that number (rounded up) each of weapons, spells, armors, items, allies, and blessings.

Choose a number of story banes equal to the number of characters + 2. Choose 1 to be the villain and another to be danger; the rest are non-closing henchmen. Shuffle them into the location.

Choose 2 wildcards.

DURING THIS SCENARIO

When you would defeat the villain, if there are other cards in the location, banish 1d8 of them and the villain is evaded. If there are no other cards in the location, you win the scenario.

3. CAPTURE THE VILLAIN

Setup

Choose a number of locations equal to the number of characters + 2.

Choose a number of story banes equal to the number of characters + 3. Choose 1 to be the villain and another to be the danger. The rest are closing henchmen; shuffle the villain and henchmen together, then shuffle 1 randomly into each location.

Choose 2 wildcards.

DURING THIS SCENARIO

To win, defeat and corner the villain.

4. CHASE THE QUARRY

Setup

When building the locations, shuffle a number of locations equal to twice the number of characters + 1 into a chase pile. Build 1 random location from the chase pile.

Choose a story bane to be the danger and a story bane to be a closing henchman–Proxy A. Choose a number of story banes equal to the number of characters + 1 and shuffle them into a non-closing henchman pile.

Add 3 wildcards.

DURING THIS SCENARIO

When you close your location, draw the top 2 locations of the chase pile; banish 1 and build the other, shuffling in a Proxy A and a random card from the henchman pile.

To win, empty the chase pile and close the last location.

5. SEEK THE TREASURE

Setup

Choose a number of locations equal to the number of characters + 2.

Choose a number of dangers equal to the number of characters + 2.

Choose 3 wildcards.

Choose a "gather boon":
1. Weapon
2. Spell
3. Armor
4. Item
5. Ally
6. Blessing

Shuffle a new gather boon into each location.

DURING THIS SCENARIO

When you acquire a gather boon, you may summon and encounter the danger; if you defeat it, you may attempt to close your location.

To win, close all locations.

6. SURVIVE THE SIEGE

Setup

Choose a number of locations equal to the number of characters + 1.

Choose a number of story banes equal to the number of characters + 3. Choose 1 to be the danger, and set 1 aside as a non-closing henchman–Proxy A. Shuffle the rest into a non-closing henchman pile.

When building the locations, set aside the banes in a siege pile, then shuffle in the henchman pile and a number of Proxy A's equal to the number of characters.

Add 2 wildcards.

DURING THIS SCENARIO

When you would explore, instead encounter the top card of the siege pile as if it were the top card of your location. If it is not defeated, shuffle it into the siege pile.

While using a power that examines cards, you may treat the siege pile as your location.

When you suffer damage that is not reduced to 0, banish the top card of your location and each unoccupied location; when a location has no cards, it closes automatically.

If the last location closes, you lose.

To win, empty the siege pile.

STEP 3: Customize the villain, if you have one.

Choose a power from this list and add it to the villain:

1.	The difficulty to defeat is increased by 1d8.
2.	When you play an ally or a blessing against this card, bury that card.
3.	Before acting, a random local character summons and encounters the danger.
4.	Before acting, each local character suffers 1d4-1 Combat damage.
5.	Before acting, each local character must succeed at an Intelligence, Wisdom, or Charisma 5+ check or suffer the scourge Exhausted.
6.	Before acting, either recharge a random card or bury a card.
7.	Before acting, each distant character suffers 1d4 Force damage.
8.	After acting, each local character must succeed at a Dexterity, Constitution, Acrobatics, or Fortitude 7+ or suffer the scourge Wounded.
9.	After acting, bury 1d4 cards from your discards.
10.	After acting, suffer the scourges Dazed and Wounded.
11.	If undefeated, discard 1d4 cards from the top of your deck.
12.	If undefeated, shuffle 3 new monsters into random locations.

Development:

"The town of Belhaim thanks you for your service yet again!" says Lady Origena Devy. "I have arranged for your lodging, and should you be prepared for yet another adventure, I am sure one will come your way any day now."

You thank the baroness for her generosity.

In the morning, you can decide whether you want to stay in Belhaim another fortnight or seek out new adventures elsewhere.

Tonight, wine and a warm bath await.

Reward

Each character gets a new boon of any type.